WEAPONS AVAILABLE

Type	Graphic Symbol	#Available Squad	#Available Platoon
M16 Assault Rifle		11	35
M203 DP Weapon		2	6
M60 Machine Gun		1	2
M47 Dragon Tracker*		1	3

*Both the tracker and a readied round must present to fire the weapon.

AMMUNITION AVAILABLE

Type	Graphic Symbol	Notes
M16/ M203/ M60	(Readied) (Unreadied)	Rangers armed with an M16, M203 or M60 may carry one load of readied ammo and one load of unreadied ammo. Readied ammo is expended one (bullet) symbol per attack. (9 attacks per load)
Dragon Round		2 dragon rounds per tracker are available. Each Ranger may carry one. The round must be readied and is expended.
Claymore Mine		Claymore mines may only be expended by security teams or during an ambush.
Hand Grenades		Each Ranger may carry 2 hand grenades. They can expend 1 per attackeven if the Ranger fires his weapon.
LAW		6 LAWs per squad are available. LAWs are fired only at vehicles and during raids and are expended like grenades.
C4 Explosive		C4 must be expended to destroy enemy equipment at the objective.

EQUIPMENT AVAILABLE

Type	Graphic Symbol	#Available Squad	#Available Platoon
Binoculars		2	5
Night Vision Goggles		2	5
Night Vision Sight		1	2
Squad Rope		1	3
Radio*		1	2
Secure Radio*		1	2

* Only one type of radios may be carried.

TACTICAL REFERENCE CARD

BACK SIDE

Weapons Available — Ranger Speed Chart
Ammunition Available — Maximum Distance Chart
Equipment Available — Rehearsal Areas
Instructions for Recording Ammunition on the PRL

RANGER SPEED CHART

Load Factor	Speed Level 1	2	3	4
14	10	12	14	16
12	8	10	12	14
10	6	8	10	12

Example: Ranger #5 has a load factor of 10. He may carry up to 6 weight factors of weapons, ammunition and equipment and still move at Speed Level 1. If he carries 7, he moves at Speed Level 2.

MAXIMUM DISTANCE CHART

Speed Level:	1	2	3	4
Distance:	1500	1500	1000	500

(Distance is in meters.)

REHEARSAL AREAS

* 1. Actions at the Objective
2. Passage of Lines
3. Actions at the Landing Zone
4. Actions at the Pick-Up Zone
5. Actions at the Drop Zone
6. Crossing Danger Areas
7. Actions at Rally Points
8. Actions During Indirect Fire
9. Actions During Sniper Fire
10. Actions During a Near Ambush
11. Actions During a Far Ambush
12. Enemy Patrol Moving at the Patrol
13. Enemy Patrol Moving Away From the Patrol
14. Enemy Patrol Moving Across the Patrol's Front
15. Mutual Discovery by Patrols
16. Crossing a River with a One-Rope Bridge
17. Actions at a Patrol Base
18. Small Boat Operations

*Must be re-planned during field planning in a patrol base.
(T in the TEB refers to the appropriate action being rehearsed)

INSTRUCTIONS FOR RECORDING AMMUNITION ON THE PRL

1. Determine the ammunition each Ranger will carry.
2. One load of ammo, LAWs and grenades are carried readied.
3. All other ammo is carried unreadied.
4. Record the loads carried by circling on the PRL.
5. Readied ammo is expended 1 graphic symbol per attack.
6. Unreadied ammo may not be expended.
7. A Ranger can't fire if all graphic symbols are expended
8. Unreadied ammo may be readied at a halt or the ORP.

TYPES OF ENEMY CONTACT

C1 The patrol encounters effective opposition from an enemy force while preparing to move out initially.

C2 The patrol encounters ineffective opposition from an enemy force while preparing to move out initially.

C3 The patrol is attacked from the rear.

C4 While moving by small boats, the patrol encounters an enemy river observation post.

C5 While moving by small boats, the patrol encounters an enemy patrol boat.

C6 The patrol is being attacked in a far ambush

C7 The patrol is in the kill zone of a near ambush

C8 The patrol is under fire by an enemy sniper.

C9 The patrol is in a minefield.

C10 The patrol encounters an unexpected enemy patrol. (C10 includes: C11, C12, C13 and C14.)

C11 The enemy patrol is moving directly at the patrol. (The enemy has not yet sighted the patrol.)

C12 The enemy patrol is moving away from the patrol. (The enemy has not yet sighted the patrol.)

C13 An enemy patrol is moving across the patrol's front. (The enemy has not yet sighted the patrol.)

C14 Both patrols have mutually sighted each other.

C15 Enemy and friendly forces are in a firefight.

C16 The patrol is receiving incoming indirect fire. (C16 includes: C17, C18 and C19)

C17 The patrol is receiving incoming artillery fire.

C18 The patrol is receiving incoming mortar fire.

C19 The patrol is receiving incoming free flight rockets.

TACTICAL REFERENCE CARD

FRONT SIDE

Types of Enemy Contact Reactions to Enemy Contact
Key to Patrol Configurations

REACTIONS TO ENEMY CONTACT

R1 Hold positions and further develop the situation.

R2 Hold positions and engage the enemy by direct fire.

R3 Hold positions and request indirect fire.*

R4 Assault the enemy positions immediately.

R5 Assault the enemy positions by fire and maneuver.

R6 Disengage from the enemy by the clock method.

R7 Disengage from the enemy by elements using bounds.

R8 Lay down and allow the enemy patrol to pass.

R9 Deploy in a hasty ambush against the enemy.

R10 Continue moving along your present course.

R11 Increase speed and continue moving on your course.

R12 Fall back to the last rally point individually.

R13 Withdraw back through the gap in the wire.

R14 Circle back on your route to set up a hasty ambush.

R15 Drop off an ambush and continue moving with the remainder of the patrol.

R16 Turn toward the enemy and fire from the boats.

R17 Continue paddling and attempt to slip by the enemy.

R18 Turn away from the enemy before you are detected.

R19 Disembark immediately at the nearest shore.

*All other reactions include the use of indirect fire as necessary. R3 involves only indirect fire assets to engage the enemy force.

KEY TO PATROL CONFIGURATIONS

TR: Travelling
TROW: Travelling Overwatch
BOW: Bounding Overwatch
PER: Perimeter
STRGPT: Strong Point
ASSLT: Assault
EMB: Embarked
DIS: Dispersed
FILE: File